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A Study of Dynamic Information Display and Decision-making in Abstract Trust Games

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Highlights

- Dynamic user interfaces can influence human cooperative behavior in trust games
- UI and information availability were manipulated in a user study of the Diner's Dilemma
- Overall, user cooperation and situation awareness increased with information availability
- Users were more likely to retaliate against defection than they were to initiate defection
- A user interface has different effects on human behavior based on co-actor exploitation

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